

LIBERTERRA



**СЛАВА ГЕРОЯМ
ОТЕЧЕСТВЕННОЙ
ВОЙНЫ! СЛАВА
СТРЕЛКОВЫМ
ДИВИЗИОНАМ!**

ВАНДЫШЕВ
ГОРБАЧ

LIBERTERREAN

No. 216

November 6, 1984

LIBERTERREAN DEADLINE IS Monday, November 26, 1984

Almost every day since I began publishing the LIB, someone has asked me, "What are the 11 greatest all-time finest movies ever made? Well, I finally gave the matter several hours thought, and here's my list. I don't rate them in any order, as any one of them is as good as the other.

CAT BALLOU, CASABLANCA, THE TREASURE OF THE SIERRA MADRE, ALIEN, CAT PEOPLE, Dr. STRANGELOVE, AFRICAN QUEEN, SINGING IN THE RAIN, ONE EYED JACKS, SPARTACUS, HIGH NOON.

I did finally get the disk drive back -- after getting a tracer from UPS showing delivery. They had the drive for a month. They sent me an entirely new drive (I guess they still could not find mine!) I didn't send them my cables or power supply, so now I have extras. They also sent a new set of the 5 disks which come with the drive. My old drive did not have a very positive connection for the power supply -- I was always disconnecting it when I stuck my hand back there. This one is a good connection and should not slip off.

Too bad, no electoral history. Mondale couldn't do any better than McGovern at giving his opponent a 50-state sweep of the election. I feel sorry for the poor Nicaraguans now! And we'll have to pay for it.

NOTICE:

According to Jim Meinel, Box 632, Anchorage, AK 99510, there might be two Ronestone Polls this year. This poll has always been a Canadian poll. But Randolph Smyth passed on his custodianship to Bruce Linsey. Another Canadian item stolen by the States! So this year you have more of a choice than ever: vote in one or the other, or both!

THE FOURTH TOP BOARD GAME:

AUSTRIA: PAUL GARDNER, Box 60
EUGENE, OR 97440

ENGLAND: KEVIN KOZLOWSKI, Bldg B #106
505 N. Roosevelt Blvd.
FALLS CHURCH, VA 22044

FRANCE: JOE TUHARSKY, 5508 Oak Park Dr.
SAN JOSE, CA 95129

GERMANY: DAN GORHAM, 800 S. Euclid St

FULLERTON, CA 92632

ITALY: ROBERT CHEEK, 14341 Franklin Ave
TUSTIN, CA 92680

RUSSIA: MARK TRIFKOVIC, 9736 East 50th St.
GF KANSAS CITY, MO 64133

TURKEY: TOM GRAESSLE, 417 Offenbach Place
SUNNYVALE, CA 94087

Mark Trifkovic is the only one to pay the game fee, yet, so now's the time to send it in. You now have until the deadline for LIB #216 to submit your Spring, 1901 moves.

I am considering yet another change in the LIB rating system. Many of the players here have played several games over the course of years. I think a rating which includes only the two best games, or perhaps the two latest games played might be better. Which do you think? Here's a rating of LIB players based upon their two best games. It's not too much different from the former list:

1. Kevin Tighe: 31.03;	2. Kevin Kozlowski: 26.16;
3. Joe Tuharsky: 25.42;	4. Dave Ditter: 23.13;
5. Fred Phrogus: 23.11;	6. Robert Cheek: 22.77;
7. Freeman Butland: 21.45;	8. G.J. Cottle: 18.46;
9. Tom Graessle: 12.99;	10. Elaine Fowers: 12.64;
11. Jack Fleming: 10.91;	12. Carl Olson: 10.57;
13. Ron Brown: 10.11;	14. Gary Coughlan: 9.90;
15. Mike Moyer: 6.21;	16. Bob O'Donnell: 5.84;
17. Bill Hugh: 1.13;	16. Seth Fine: 0.15;
19. Alex Steffen: -1.74	

LIBOURSE:

The new Libourse game also begins with this issue. Below are the players who have asked to be included. I hope most of you who played the first game will join this one too. Those of you who tried the first one and did not finish, you might find the game sufficiently improved to be worthy of your time. You now have good control over the CTU infrastructure. You also receive complete information about your currency trades. The turn printout now shows how much money you spent in purchases, and how much received from sales. You also see how many units of currency you bought or sold. You will also find the currency price fluctuations are not so radical as before. No price

should drop from \$1 to \$0.01 in one turn at an early point in the game.

This Libourse will be attached to the current Top Board game.

JIM BUMPAS, 4405 Oillard Road.
EUGENE, OR 97405
[ACRACIA]

* ROM GALICIA, 6672 Plaza Ridge Rd.
SAN DIEGO, CA 92114
[DOOOCK]

* KEVIN KOZLOWSKI, Bldg B #106
505 N. Roosevelt Blvd.
FALLS CHURCH, VA 22044
[ENGLAND]

PBEM DIPLOMACY:

I am moderating games of PBEM Diplomacy for users of the ACE BBS. LIB subscribers will pay no more for a PBEM game than for a PBM game in the LIB, except for your long-distance phone charges. The BBS number is: (503) 343-4352.

Since I've taken the LIB BBS off-line, you may also leave messages for me on that BBS. The SYSOP wants all game messages to me to be left on the Diplomacy message file (that's file #6 on the "A" message file directory).

Also, I'm informed the ACEBBS uses 6-character passwords. So when you send me a password, make sure they are only 6 characters long.

LIBOURSE:

Players in the Libourse trade in the currencies of the Top Board Game, 1983 AG. You may join the game at any time by submitting the \$3 game fee together with your request for assignment and a name for your country (only Top Board players may use the name of their position in the Diplomacy game).

Your country will have characteristics in the following categories: population, treasury, agriculture, military, industry, mineral resources, communications, transportation and utilities. You will receive approximately \$7,000 in currency of the surviving Diplomacy positions in the Top Board game. You must improve your country in all categories to do well. And you may attack one other Libourse country each turn. Random events may help or hinder your progress.

LETTERS:

Dear Jim,

I like your 1) maps; 2) game reviews; 3) letters column (though I don't share your politics), apart from the games themselves. Keep up the good work.

-- Joe Kott
[thanks, Joe, for the encouraging words]

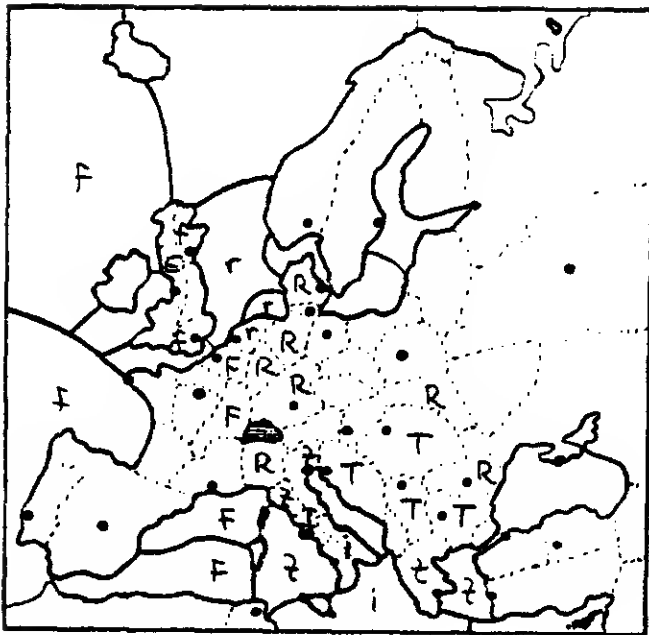
CLEAR FOR ACTION

Clear for Action (Avalon Hill, \$30) is a game of fighting ships during the age of sail. You have the option of playing any one of twelve different scenarios, or creating your own. In addition to creating your own scenarios, you may also design your own ships. The manual recommends you follow the general ship guide for criteria. This guide provides you with a list of standard ships of this time period and their various characteristics. As captain of one or more sailing ships you may play either the computer or another person. As this program is in Basic, playing the computer is a little slower than playing with a live opponent, but no less challenging.

The game itself is played on two screens which are alternately displayed. The first screen is a strategic level view of the situation. It shows the current sailing orders for all ships. Each ship is depicted by a number on a dot matrix grid. As the captain of a vessel you may change direction and sail configuration at this time.

The next screen is a tactical level screen. This shows each ship by a graphic display and gives its current relationship to every other ship. To one side of this grid you see a ship's outline, complete with rows of cannon. In the middle of this silhouette may be found four boxes. Each box depicts the current type of load for that broadside. After firing a broadside you are able to load with one of four types of shot. Each has different ranges and effects on your opponent's ships. It is on this page that you are given the opportunity to fire on your opponent's ship. After this you may go to a third text page, on which you may move crew sections from one of your four ship areas to another. Each of these areas controls the performance of either sailing or fighting your ship. Then you may proceed to the first screen and start the cycle over again.

I found this game to be easy to learn yet quite challenging to play. Avalon Hill has documented the game in two easily understood booklets. The first explains the basic game mechanics and allows you to proceed immediately to play. The second booklet lists ships, scenarios and various charts depicting the probability of such occurrences as fouling, grappling, sailing speeds, crew functions, morale etc. I have only two complaints about this program. It is difficult at times to tell just where on the tactical screen a move on the strategic screen will place you. Thus, I have found myself continually getting a full broadside when I had thought I would clear my opponent's arc of fire. My second complaint, which in no way detracts from the game's playability, is the simplicity of the graphics and sound effects. One of Atari's strongest aspects is the quality of the sound and graphics which it may produce. An excellent game like this deserves the best graphics possible.



1983 CH SPRING, 1909
RFT DRAW PROPOSED!
ENGLAND (GALICIA):

A-LPL* (H)

FRANCE (LEE):

Build F-MAR*, F-BRE*, F-mar>LYO*, F-BRE*, F-eng>MID*,
F-nw>NAO*, F-LON*, F-EOI*, A-BEL* /s/ A-hol/a/, A-BUR*<mar,
F-ton>WES*;

GERMANY (FOWERS):

A-kie/a/;

ITALY (HUGH):

remove A-ven* F-uap>ION* (S) by F-APU*, A-tus>ROM*;

RUSSIA (O'DONNELL):

Remove F-Yor, A-Stp, A-Sil; F-hol-r>HEL*; F-uth>HOL* (S) by
F-HEL*, F-nw>NTH*, A-ber>KIE* (S) by A-OEM*, A-RUH*<bel,
A-MUN*<bur, A-PIE*<mar, A-vie>GAL*, A-sev>RUM*;

TURKEY (NESTER):

Build A-COM*, F-SMY*; A-con>BUL*, F-sm>AEG*, F-tys>TUS*,
F-iou>TYS*, F-GRE*<ion, F-adr>VEN* (S) by A-TRI*, A-bud>SER*,
A-rum>BUO*.

The deadline for Fall, 1909 is 1.00 pm, Monday, November 26,
1984.

PRESS:

PARIS: Well, how about a 3 way?

STP>ROM: I give you two years and then gone! Vote for the
Russian-Turkish draw in 1909 Fall and let's end this game.

BOB>MICHAEL: If you have indeed moved as you said then I
am sorry for my moves, but you just did not sound as if you were
telling the truth. But as you said it comes down to who you
trust. What can I say! I am in a position unheard of by me.
How can a person win in this game? Do I hold true to what has
become a profitable alliance? What have you given me? Why not
vote for the Russian and Turk draw and end this game.

Holland is Russian! If I have it at the end of this year,
maybe....



1983 HQ SPRING, 1906
CONCESSION FAILS!
TIE-RAG REPROPOSED!
AUSTRIA (COTTLE):

A-tus>VEN* (S) by A-ROM*, A-ven>TRI* (S) by A-VIE*;

ENGLAND (PHROGUS):

F-lon>ENG*, A-wal>YOR*, F-nw>NWG*, F-mid>SPA*sc, F-spac>LYO*,
F-naf>WES*, F-lyo>TUS* (S) by F-TYS*, F-TUN*<iou, A-STP* (S)
G.A-ukr>Mos;

GERMANY (MOYER):

F-KIE*, A-pru>LVA*, A-ukr>MOS* (S) by A-WAR*, A-sil>GAL* (S) by
A-BOH* (S) by A-TYA*, A-PIE* (S) E.F-lyo>Tus, A-MAR* (S) A-Pie;

ITALY (KOZLOWSKI):

F-NAP* (S) T.F-Aeg>ion (NSO);

RUSSIA (GORHAM):

A-mos/a/<war;

TURKEY (SCHULER):

NMR!! No Phantom move! Any standbys? F-APU*, F-ION*, F-AEG*,
A-BUL*, A-BUD*, A-gal/d/, F-BAL*, A-SEV*.

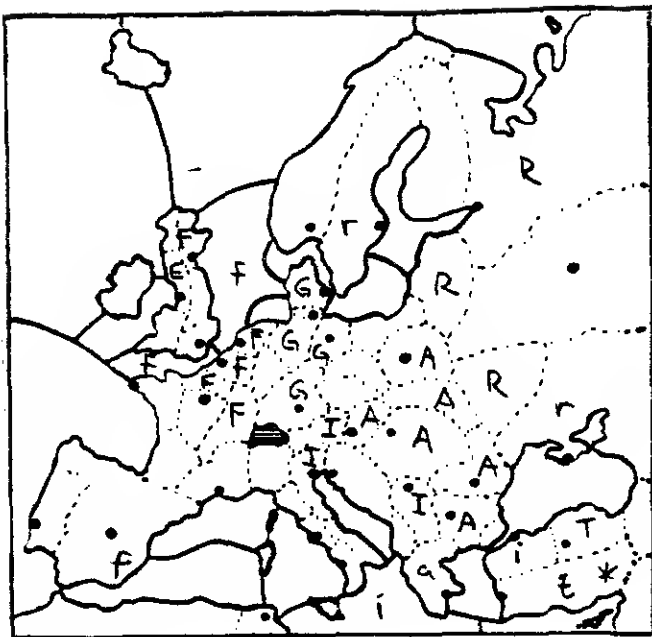
The deadline for Fall, 1906 is 1.00 pm, Monday, November 26,
1984.

PRESS:

CON>LON: Considering

you told me several letters ago you'd help me take Rome, I don't
see how it could be considered an act of war. Especially since
you keep proposing then vetoing the Tie-Rag.





1984 AI SPRING, 1904

FIA DRAW PROPOSED!

AUSTRIA (GALICIA):

Build A-VIE*, A-BUD*, A-VIE*(*)bud, A-BUD*(*)rum, A-WAR*(*)mos, A-RUM*(*)ukr (S) by A-GAL*, F-GRE* (S) A-BUL* (S) I.F-aeg)Con;

ENGLAND (Civil Disorder):

A-LPL*, GM removes F-Nth;

FRANCE (KOZLOWSKI):

Build F-MAR*, F-BRE*, F-mar)SPA*sc, F-hre)ENG*, A-EDI*, F-lon)NTH*, A-ruh)HOL* (S) by F-BEL*, A-gas)BUR* (S) by A-PIC*;

GERMANY (GORHAM):

NMR! No Phantom! F-heI/d/ removed by GM, A-DEN*, A-KIE*, A-BER*, A-MUN*.

ITALY (LEE):

Build A-VEN*: A-ven)TYA*, A-tri)SER*, A-apu)VEN*, F-aeg)CDN* /s/ by F-smY/d/, F-eas)ION*;

RUSSIA (DITTER):

A-war-r-UKR* remove A-Arm, F-nwy)SWE*, A-STP*(*)mos, A-UKR*(*)rum (S) by F-SEV*, A-LVA*(*)war;

TURKEY (KOTT): F-con)SMY* (S) by A-ANK*.

The deadline for Fall, 1904 is 1.00 pm, Monday, November 26, 1984.

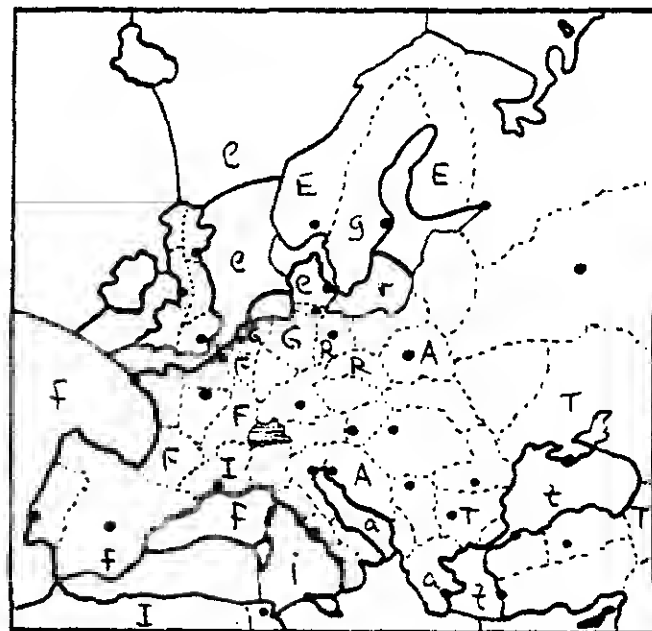
PRESS:

TURKEY)THE PAPACY: The unmistakable odor of garlic seems to be spreading throughout Smyrna and adjacent waters!

AUSTRIA)GERMANY: Sure, sure. I do all duh writin' and you do all duh readin', so only I get to do duh complainin'. See? So shut up.

AUSTRIA)RUSSIA: Okay, no more charades. We're onto you. You may have seen it coming, but I'm sorry it had to happen this way. Maybe next time?

AUSTRIA)FRANCE: Okay, we're both growing a little too fast. Right?



1984 CN SPRING, 1902

AUSTRIA (GARDNER):

F-tri)AOR*, A-ser)TRI*, A-gal)WAR*, F-alb)GRE*.

ENGLAND (GESTIEHR):

F-lon)NTH*, A-edl)NWy* (C) by F-NWg*, A-nwy)FIN*, F-OEN*(*)kie;

FRANCE (NESTER):

F-bre)MID*, F-mar)LYO*, A-par)BUR*, A-BEL*(*)hol, F-por)SPA*sc, A-spa)GAS*;

GERMANY (BROWN):

NMR! No Phantom move! F-SWE*, A-HOL*, A-KIE*.

ITALY (HUGH):

Fpnap)TVS*, F-loo)TUN*, A-tun)NAF*, A-pie)MAR*.

RUSSIA (MILEWSKI):

A-pru)BER*, A-war)SIL*, F-BAL*(*)kie, F-sev/a/()rum.

TURKEY (KOZLOWSKI):

A-BUL* (S) A.F-alh)Gre, A-rum)SEV* (S) by F-BLA*, A-ank)ARM*, F-smY)AEG*.

The deadline for Fall, 1902 is 1.00 pm, Monday, November 26, 1984.

PRESS:

AUS)ITA: No knife -- surprised?

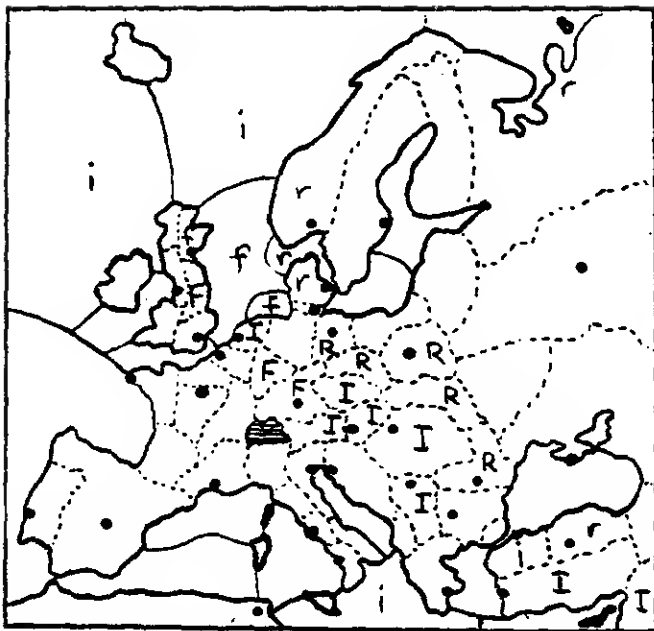
SWITZERLAND)STP: If your steamroller has stalled, don't worry, just back up and have another run.

AUS)GM: WHERRRRR'S THE DRIVE?

DEN)KIE: Just checking to see if there's a pulse.

ENG)AUS: Your last NMR was a surprise; but then that was a trick you played on yourself.

ENG)FRANCE: I've heard you can be a real S.O.B. when you don't get your way!



1982 IP FALL, 1911

RIF DRAW PROPOSED!

AUSTRIA (O'DONNELL):

A-bud/a//s/ It A-vie()gal (NSO);

FRANCE (HUGH):

A-MUN* /s/ It A-Hol()kie, F-eng()NTH* (S) by F-EDI*, A-lon()YOR*, A-hel()RUH*;

GERMANY (KOZLOWSKI):

[A-sil-r-GAL*]; A-gal/a/()rum;

ITALY (GRAESSLE):

F-har()NWG*, F-mid()MAO*, A-HOL*()kie, A-TYA* (S) F-A-Mun, A-BOH*()sil, A-tri()BUD* (S) by A-VIE*, A-SER*()rum, F-hulsc()CON* (S) by A-SMY* (S) by A-SYR*, F-EAS*()aeg, F-ION*()gre;

RUSSIA (PHROGUS):

F-nwg()NWY* (S) by F-STP*uc, F-nwy()SKA*, F-kie()DEN*, A-ber()KIE*, A-SIL*()mun, A-ukr()GAL* (S) by A-WAR* /&/ A-RUM*, F-arm()ANK*;

TURKEY (WHITING):

[F-smv-r-AEG*]; A-con/a/()hul, F-AEG*()gre.

The deadline for BOTH Winter, 1911 AND Spring, 1912 is 1.00 pm. Monday, November 26, 1984.

CENTER DISTRIBUTION:

1982 IP Fall, 1910

AUSTRIA: /bud/ (0) [out];

FRANCE: par, hel, hre, edi, lpl, lon, MUN (7) [+1];

GERMANY: /uwy/ (0) [out];

ITALY: home, tun, mar, gre, spa, ser, tri, por, vie, hol, bul, SMY, CON, BUD (16) [+3];

RUSSIA: home, swe, rum, ber, kie, den, ank. /muu/, NWY (11) [0];

TURKEY: /smv/, /con/ (0) [out].

PRESS:



the end, but after Jim changed the scoring system, I had to go after you. I didn't even feel good about asking you to go into RUM with (S), which would have worked last turn, since I thought I might have to attack. If you had offered to be a forward attacking A against R -- which I had asked you to be -- you'd probably be safe and alive in Mos. Ah well.

To G: Hope you make it to BER, but I doubt if you will. R wanted to kill you the whole game, and has only now succeeded. Wish I could have killed T off too (maybe I did?).

To T: See words to A -- why should I write when I feel we have to fight? If you had wanted to co-operate, we could have, but you were in a tough spot. Thanks for playing, hope you're dead. If not, you soon will be.

To R: Well, I recently mentioned that if F & I stick together, we could make R take 3 instead of 1 or 2. I'm about ready to end the game, but if F is willing to support my win (which he says he is), then I'm willing to support his taking #2. I thought I offered you the same opportunity and you suggested a draw instead. If we kill the others and then you roll over and die fast, you might let me win before I can (S) F into #2. I'd sure like to win (18 center -- no concession) soon.

To F: Good job on MUN. This time we have it and will keep it! Next year you should get either Hol or Kie, and possibly Swe, Nwy or Den. The allies that stay together win together. I certainly owe you a lot for my current fine position.

Diplomacy Ranking after 1983 AH

2KEVIN TIGHE	31.03
3KEVIN KOZLOWSKI	30.37
4DAVE DITTER	29.82
5RDBERT CHEEK	28.94
6JOE TUHARSKY	25.42
7FRED PHROGUS	23.29
8FREEMAN BUTLAND	21.45
9TOM GRAESSLE	19.80
10C J COTTLE	18.46
11RDM BROWN	16.95
12BLAINE FOWERS	12.64
13JACK POWERS	11.36
14JACK FLEMING	10.91
15MIKE MOYER	10.37
16CARL OLSON	10.12
17GARY CDUGHLAM	9.90
18BDB O'DONNELL	5.84
19BILL HUGH	1.13
20PAUL GARDNER	1.10
21SETH FINE	0.15
22DAN GORHAM	0.12
23ALEX STEFFEN	-1.91

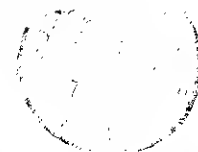
SUBSCRIPTIONS TO **LIBERTERREAN** ARE \$5/10 ISSUES. DEADLINES ARE TWICE A MONTH. **LIBERTERREAN** IS A GAME-ZINE FOR PLAYERS OF DIPLOMACY, ARMORED BARBARISM, LIBOURSE & OTHER MULTI-PLAYER GAMES. ALL PLAYERS MUST MAINTAIN A SUBSCRIPTION. EACH SUBBER MAY USE UP TO 300 WORDS PER ISSUE FOR LETTERS, PRESS, ADVERTIZEMENTS, & ETC.

THIS IS A SAMPLE	I SOLICIT A PLUG	I SOLICIT A TRADE	SEE PAGE(S)	YOUR SUB IS GOOD THROUGH#
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from:
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(503) 484-9925

**FIRST
CLASS
MAIL**



216-207, ...
 ROD WALKER
 1273 Crest Drive
 ENCINITAS, CA. 92024

*Red -
 The fine is not
 trade sub credits again.
 Let me know.
 Jim*